

SHADOW GAMES

Party Construction Aid – Roles by Player Choice

This aid is designed to assist in building parties within my Shadow Games RPG, to fill out the most broad abilities possible, not to force players to take on a mold to fit within a team. Player groups and individuals are NOT required to fit within these guidelines, whatsoever, as these are somewhat restrictive. Covering multiple roles in this list is also not a bad thing, as every role listed cannot be filled by individual characters and still be able to call the group a Cell. The following character types are listed in alphabetical order.

Required Package Choices are those Packages you need to choose one of from the list, though you are not restricted from taking more packages from those choices if you like, unless a package says otherwise; some of these choices will be required to fill the role. *Required Package(s)* are ones you would need to take to fill this role, specifically, though it may also include requisites for beginning the game and or leading to other packages. *Optional Package(s)* are ones that could supplement your primary role well, if you can afford them, though some may only be to beef up specific skills.

Some of these roles will have more exact notes, so be vigilant...

Cell Leader

Minimum Cost: Primary Role +295+

Required Package Choices: Choose: **Select a Primary Role** (including all that role entails)
Choose: **Leadership/NCO Academy** (205; Army(150) or Marine Basic(140), or Federal Law Enforcement(230), Sen 55+) and/or **Military Academy** (155; Army(150) or Marine Basic(140), or Advanced Education (280; Basic Education(160), Int 45+)

Required Package(s): **Veteran I Status** (for Cell Leaders) and **BlackEagle Entry Training Course** (140)
Optional Package(s): **Bottom-Line Skills** (135)

Analyst

Minimum Cost: 955+

Required Package Choices: Choose: **Advanced Education** (280; Basic Education(160))

Required Package(s): **Intelligence Analyst** (375; Advanced Education(280)) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Government Agent** (530; Advanced Education(280; Basic Education(160)), **Investigator** (305; Basic(160) or World Education(210)), and/or **Bottom-Line Skills** (135)

Covert Entry

Minimum Cost: 570+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)
Choose: **Cat Burglar** (475; Agility 50+, Coordination and Bravado 40+) and/or **Covert Entry Training** (270; Agility 50+)

Required Package(s): **BlackEagle Entry Training Course** (140)

Optional Package(s): **Special Forces** (775; Army(150) or Marine Basic(140), Constitution 55+) and/or **Bottom-Line Skills** (135)

Demolitions

Minimum Cost: 725+

Required Package Choices: Choose: **Street** (245), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)
Choose: **Demolitions Training** (285; Army(150) or Marine Basic(140), or BETC(140), Coordination 50+), **Special Forces** (775; Army(150) or Marine Basic(140), Constitution 55+), and/or **Special Operations** (225; Army(150) or Marine Basic(140), Constitution 50+)

Required Package(s): **BlackEagle Entry Training Course** (140)

Optional Package(s): **Jury-Rigger** (370; Basic(160) or World Education(210), and Mechanic(200)), **Weapons Specialist** (265; Army(150) or Marine Basic(140), and Federal Law Enforcement(230; Advanced Education(280; Basic Education(160)) or Government Agent(530; Advanced Education(280; Basic Education(160))), and/or **Bottom-Line Skills** (135)

Driver / Transporter / Wheelman

Minimum Cost: 650+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)

Required Package(s): **Transporter** (350; Agility 45+, Bravado 40+) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Flight School** (245; Basic Education(160)), **Gangbanger** (210), **Jury Rigger** (370; Basic(160) or Street Education(210), and Mechanic(200)), **Mechanic** (200), **Personal Security/Bodyguard** (375) and/or **Bottom-Line Skills** (135)

Gearhead / Mechanic

Minimum Cost: 870+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)

Required Package(s): **Jury-Rigger** (370; Basic(160) or World Education(210), and Mechanic(200)) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Gangbanger** (210) and/or **Bottom-Line Skills** (135)

Grifter

Minimum Cost: 645+

Required Package Choices: Choose: **Basic** (160) and/or **Advanced Education** (280, requires Basic Education (160))

Required Package(s): **Grifter** (345; Intelligence and Bravado 40+, Appearance 50+, and Basic Education(160)) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Covert Entry Training** (270; Agility 50+), **Forgery Training** (220; Coordination 55+ and Basic Education (160)), **Investigator** (305; Basic(160) or Street Education(210)), **Leadership/NCO Academy** (205; Sensibility 55+ AND/OR Army (150; Basic Education (160)) or Marine Basic (140; Basic Education (160))), and Federal Law Enforcement (230; Advanced Education (280, requires Basic Education (160))), **Surveillance Training** (295), and/or **Bottom-Line Skills** (135)

Hacker

Minimum Cost: 705+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280, requires Basic Education (160); if you take Basic you may not take Street, and vice-versa)

Required Package(s): **Hacker** (405; Basic Education(160), Sensibility 45+, Intelligence 50+) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Cat Burglar** (475; Agility 50+, Coordination and Bravado 40+), **Covert Entry Training** (270; Agility 50+), **Forgery Training** (220; Basic Education(160), Coordination 55+), **Intelligence Analyst** (375; Advanced Education(280; Basic Education(160), Intelligence 45+, Sensibility 50+), **Investigator** (305; Basic(160) or Street Education(210)), **Surveillance Training** (295), and/or **Bottom-Line Skills** (135)

Hitter

Minimum Cost: 815+

Required Package Choices: Choose: Street (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)
Choose: Bounty Hunter (340) and/or **Personal Security/Bodyguard** (375)

Required Package(s): **Any One Martial Art** (175 ~or~ 295; Agility 55+ for Taijutsu) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Army Basic**(150; Basic(160) or World Education(210)), **Federal Law Enforcement** (230; Advanced Education(280; Basic Education(160))), **Gangbanger** (210), **Government Agent** (530; Advanced Education(280; Basic Education(160))), **Marine Corps Basic** (140; Basic(160) or Street Education(210)), **Special Forces** (775; Army(150) or Marine Corps Basic(140), Constitution 55+), **Special Operations** (225; Army(150) or Marine Corps Basic(140), Constitution 50+), **Weapons Specialist** (265; Army(150) or Marine Basic(140), and Federal Law Enforcement(230; Advanced Education(280; Basic Education(160))) or Government Agent(530; Advanced Education(280; Basic Education(160))), and/or **Bottom-Line Skills** (135)

Investigator

Minimum Cost: 900+

Required Package Choices: Choose: Street (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)
Choose: Federal Law Enforcement (230; Advanced Education(280; Basic Education(160))), **Government Agent** (530; Advanced Education(280; Basic Education(160))), and/or **Surveillance Training** (295)

Required Package(s): **Investigator** (305; Basic(160) or World Education(210)) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Bounty Hunter** (340), **Cat Burglar** (560; Agility 50+, Coordination and Bravado 40+), **Covert Entry Training** (270; Agility 50+), **Gangbanger** (210), **Grifter** (345; Intelligence and Bravado 40+, Appearance 50+, and Personality 55+), **Hacker** (405; Basic Education(160), Sensibility 45+, Intelligence 50+), **Intelligence Analyst** (375; Advanced Education(280; Basic Education(160), Intelligence 45+, Sensibility 50+), **Lawyer** (320; Basic Education(160)) and/or **Bottom-Line Skills** (135)

Medic

Minimum Cost: 470+

Required Package Choices: Choose: Street (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)
Choose: Field Medic (170; Basic Education(160), Coordination 45+) and/or **Medical Doctor** (300; Advanced Education(280; Basic Education(160) or Military Academy(155; Advanced Education(280; Basic Education(160))) or Army(150) or Marine Corps Basic(140), Intelligence 45+), and Field Medic(Basic Education(160) and Coordination 45+))

Required Package(s): **BlackEagle Entry Training Course** (140)

Optional Package(s): **Army Basic** (150; Basic(160) or Street Education(210)), **Marine Corps Basic** (140; Basic(160) or Street Education(210)), **Special Forces** (775; Army(150) or Marine Corps Basic(140), Constitution 55+), **Special Operations** (225; Army(150) or Marine Corps Basic(140), Constitution 50+) and/or **Bottom-Line Skills** (135)

Pilot Minimum Cost: 545+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)

Required Package(s): **Flight School** (245; Basic Education(160)) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Jury Rigger** (370; Basic(160) or Street Education(210), and Mechanic(200)), **Mechanic** (200), **Transporter** (350; Agility 45+, Bravado 40+), and/or **Bottom-Line Skills** (135)

Scout Minimum Cost: 595+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)

Required Package(s): **Surveillance Training** (295) and **BlackEagle Entry Training Course** (140)

Optional Package(s): **Covert Entry Training** (270; Agility 50+), **Gangbanger** (210), **Investigator** (305; Basic(160), or Street Education(210)), **Special Forces** (775; Army(150) or Marine Corps Basic(140), Constitution 55+), **Special Operations** (225; Army(150) or Marine Corps Basic(140), Constitution 50+), **Transporter** (350; Agility 45+, Bravado 40+) and/or **Bottom-Line Skills** (135)

Sniper / SpecOps Minimum Cost: 665+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)

Choose: **Government Agent** (530; Advanced Education(280; Basic Education(160))), **Special Forces** (775; Army(150) or Marine Corps Basic(140), Constitution 55+), **Special Operations** (225; Army(150) or Marine Corps Basic(140), Constitution 50+) and/or **Weapons Specialist** (265; Army(150) or Marine Basic(140), and Federal Law Enforcement(230; Advanced Education(280; Basic Education(160)) or Government Agent(530; Advanced Education(280; Basic Education(160))))

Required Package(s): **BlackEagle Entry Training Course** (140)

Optional Package(s): **Covert Entry Training** (270; Agility 50+), **Federal Law Enforcement** (230; Advanced Education(280; Basic Education(160))), **Surveillance Training** (295) and/or **Bottom-Line Skills** (135)

Weapons Specialist Minimum Cost: 675+

Required Package Choices: Choose: **Street** (210), **Basic** (160), and/or **Advanced Education** (280; Basic Education(160); if you take Basic you may not take Street, and vice-versa)

Choose: **Special Forces** (775; Army(150) or Marine Corps Basic(140), Constitution 55+), **Special Operations** (225; Army(150) or Marine Corps Basic(140), Constitution 50+) and/or **Weapons Specialist** (265; Army(150) or Marine Basic(140), and Federal Law Enforcement(230; Advanced Education(280; Basic Education(160)) or Government Agent(530; Advanced Education(280; Basic Education(160))))

Required Package(s): **BlackEagle Entry Training Course** (140)

Optional Package(s): **Army Basic** (175; Basic(160) or Street Education(210)), **Bounty Hunter** (340), **Federal Law Enforcement** (230; Advanced Education(280; Basic Education(160))), **Gangbanger** (210), **Government Agent** (530; Advanced Education(280; Basic Education(160))), **Marine Corps Basic** (140; Basic(160) or Street Education(210)), **Personal Security/Bodyguard** (375) and/or **Bottom-Line Skills** (135)